**FIG.1D**

Diagram illustrating the measurement of gloss on a highly textured surface. An **INCIDENT LIGHT** beam strikes a surface with many sharp peaks and valleys. The light is scattered in all directions by the rough surface, with a small portion being **REGULARLY REFLECTED LIGHT** directed back towards the viewer. The diagram emphasizes the lack of a smooth reflecting surface.

FIG.1C

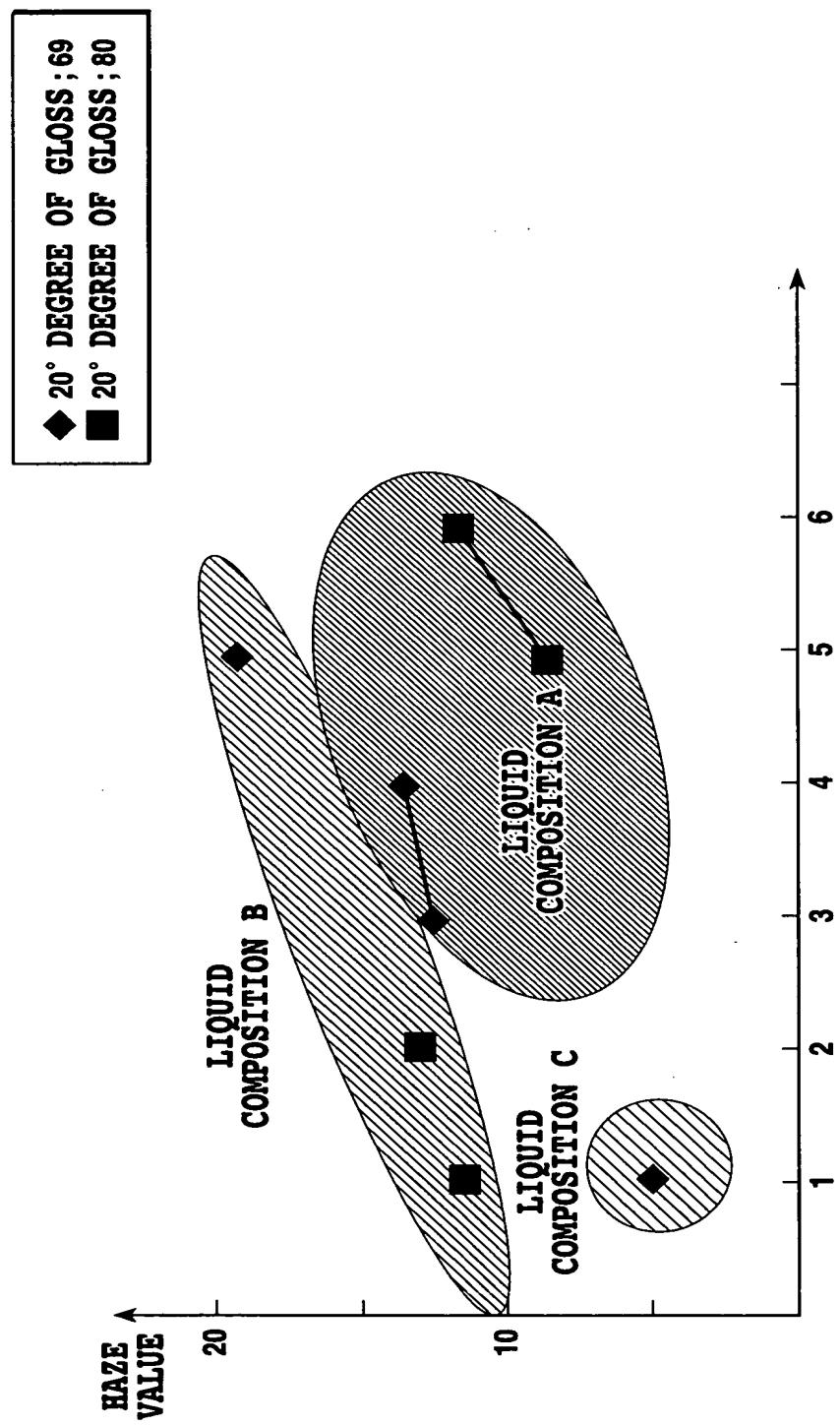
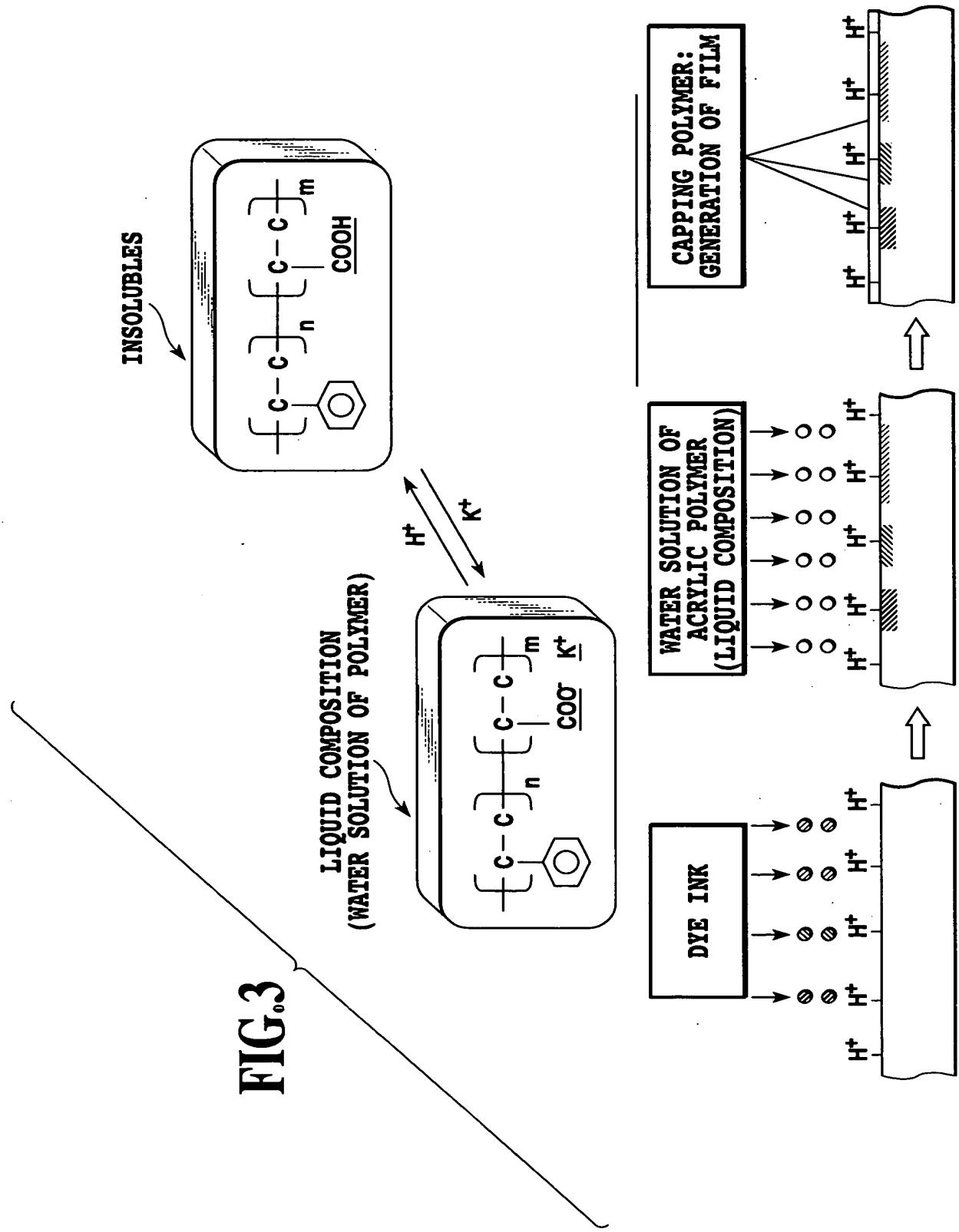


FIG.2



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FIG.4A

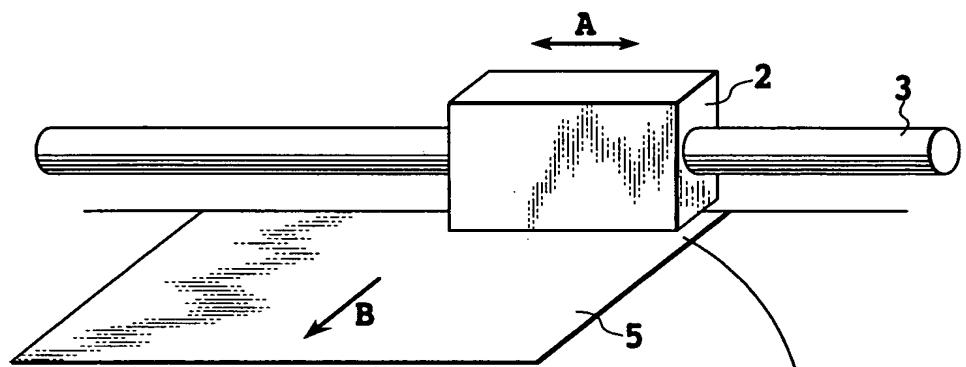
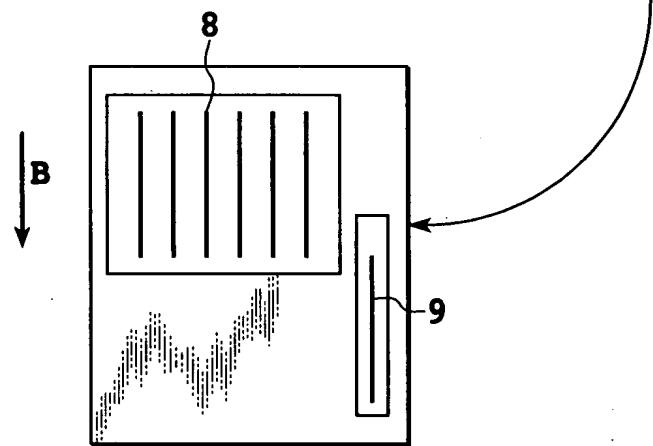


FIG.4B



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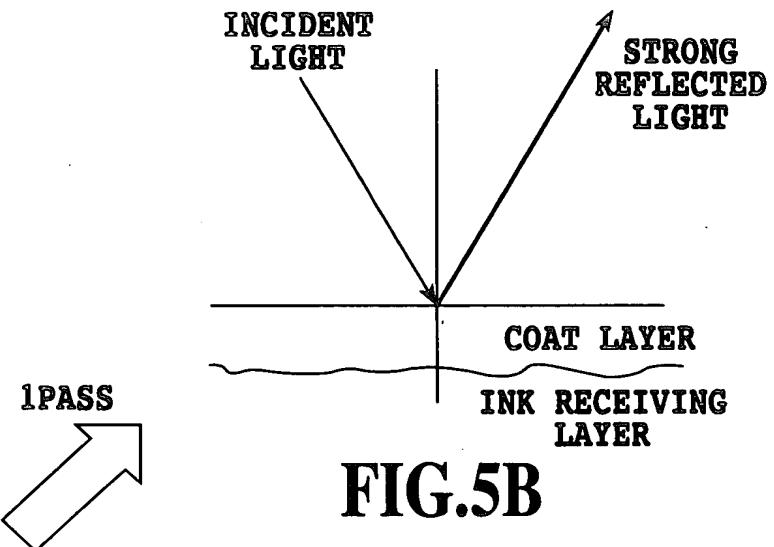


FIG.5B

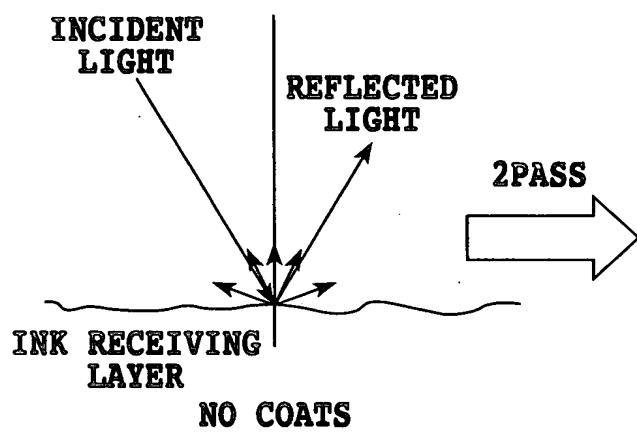


FIG.5A

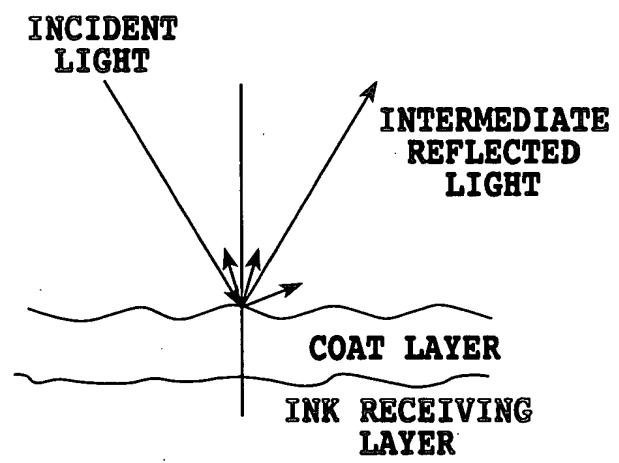


FIG.5C

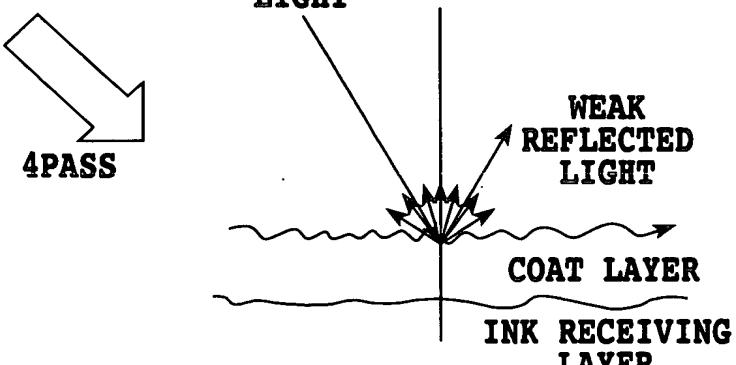


FIG.5D

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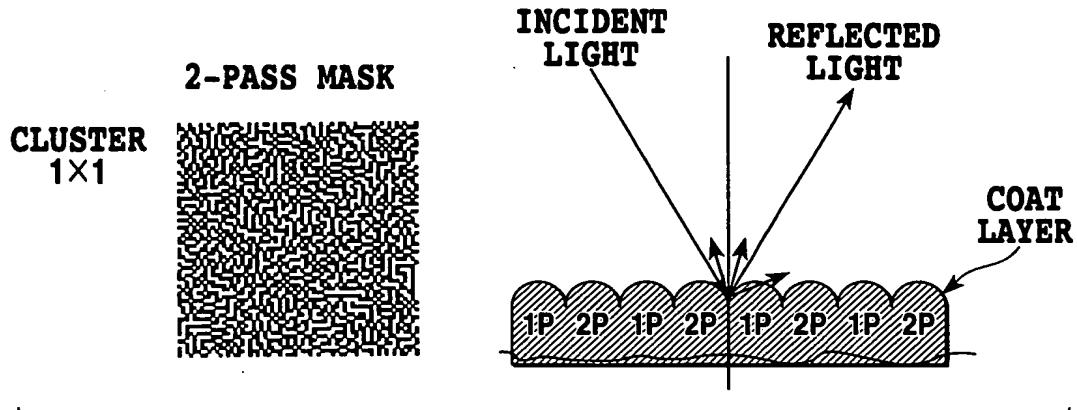


FIG.6A

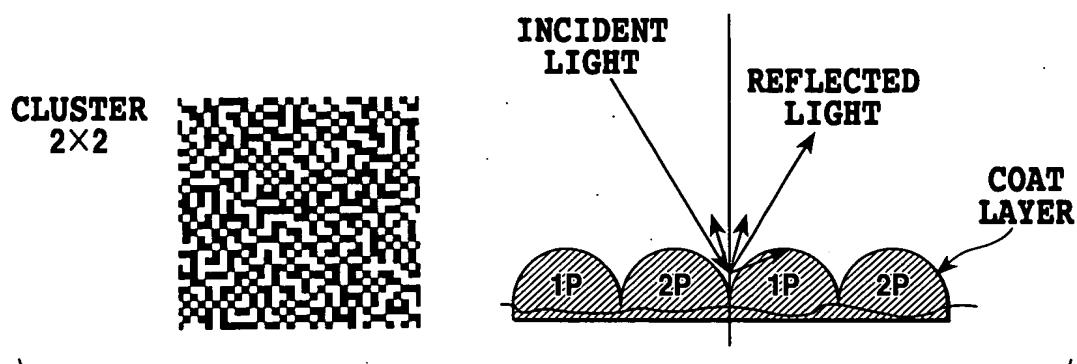


FIG.6B

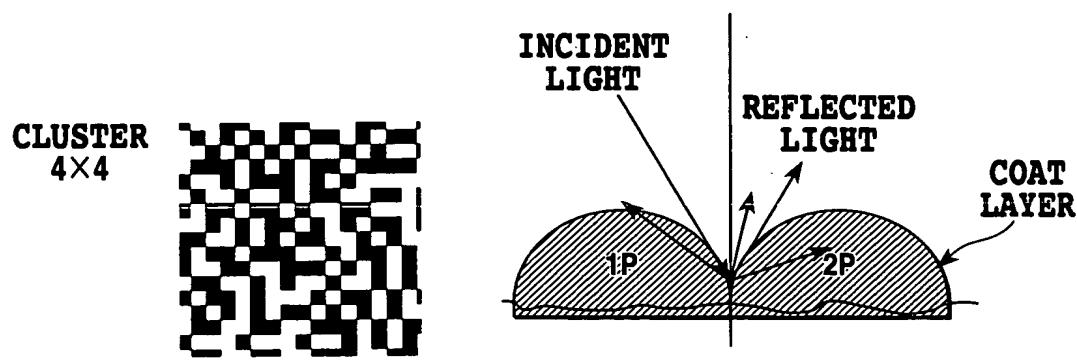


FIG.6C

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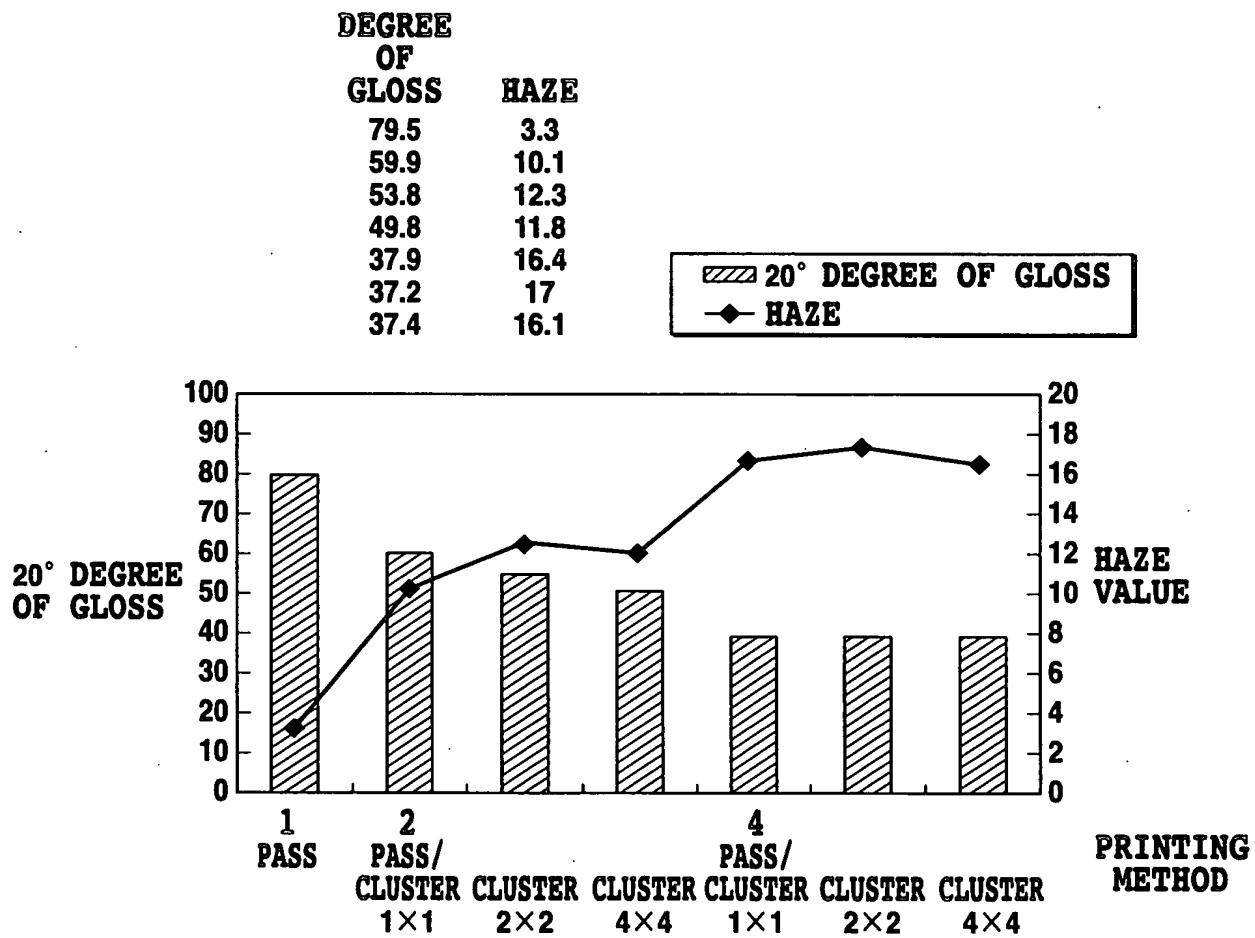


FIG.7

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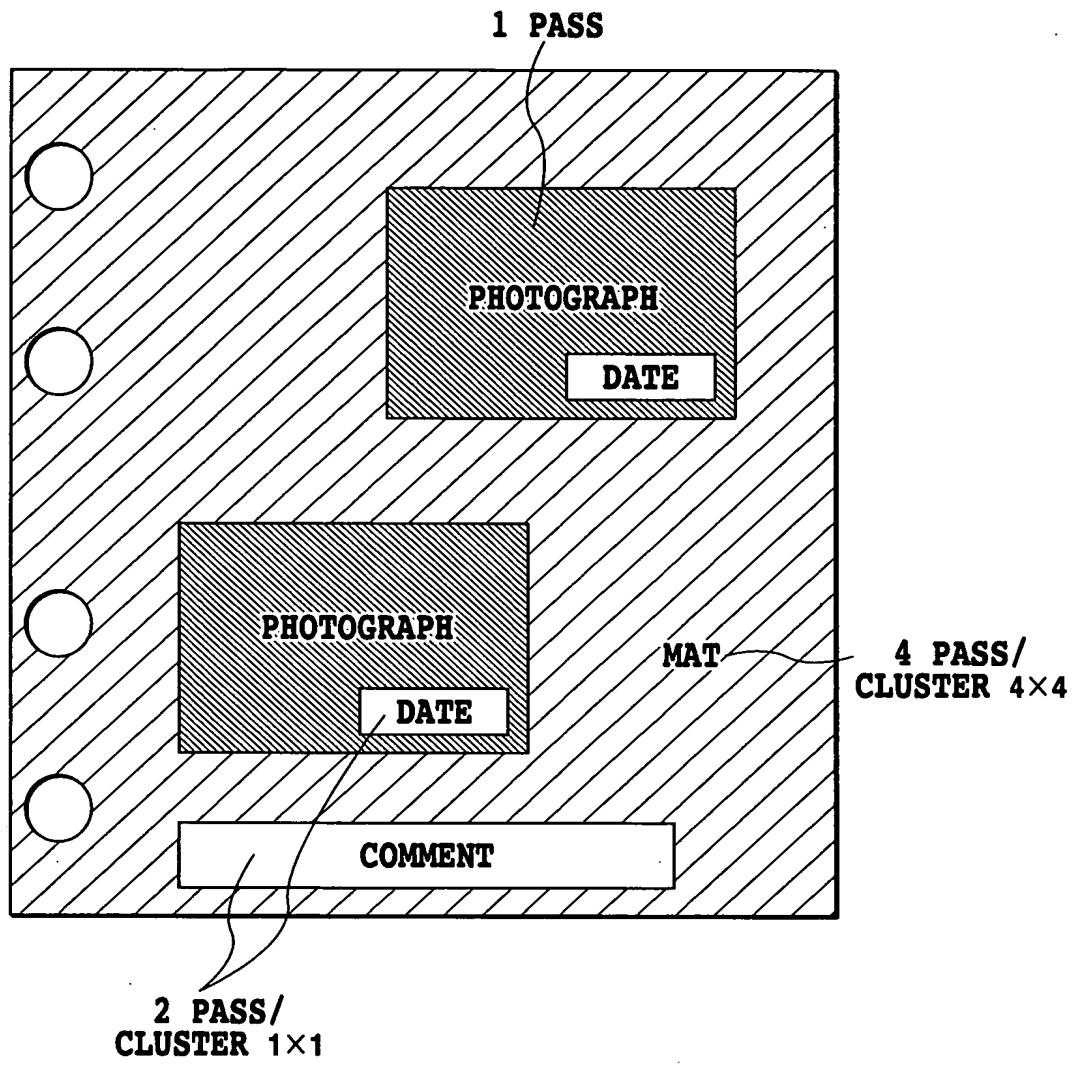


FIG.8

FIG.9A

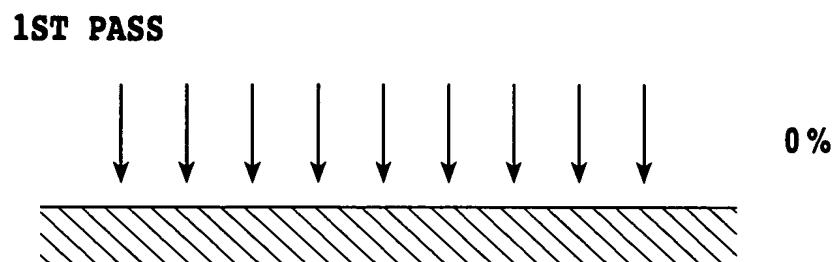


FIG.9B

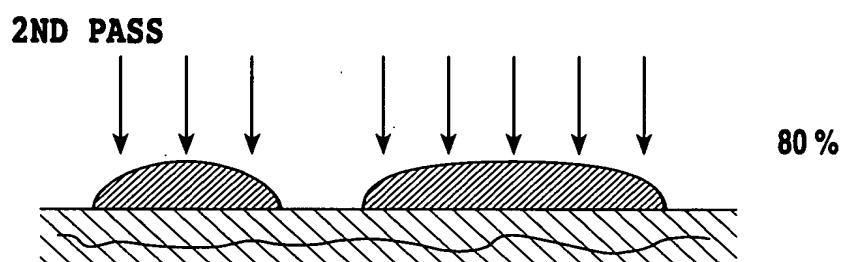


FIG.9C

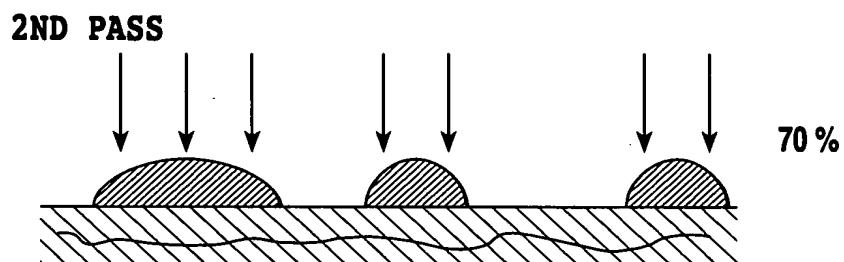
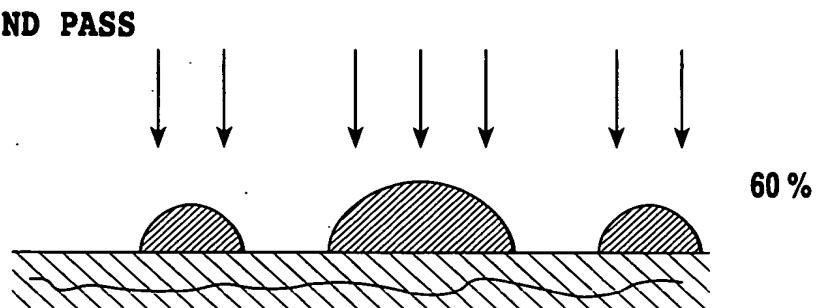


FIG.9D



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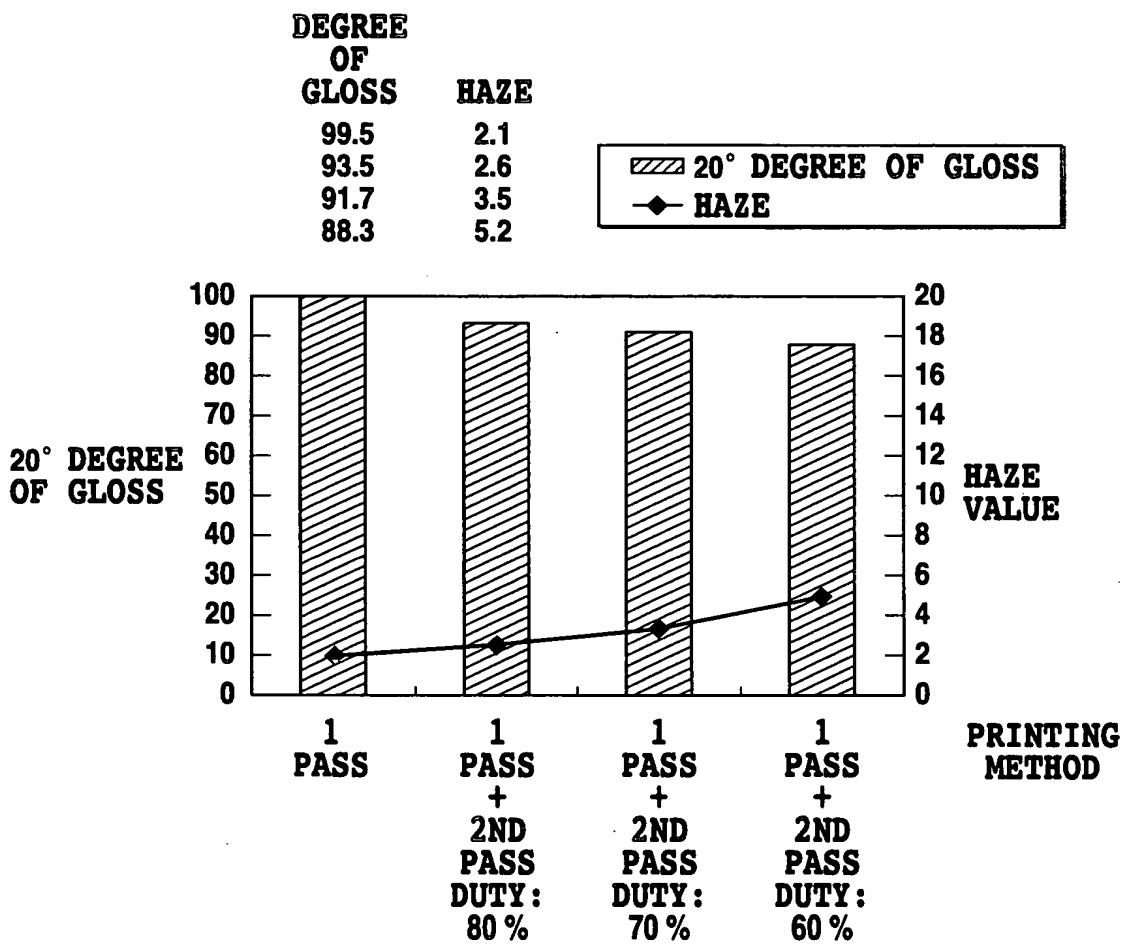
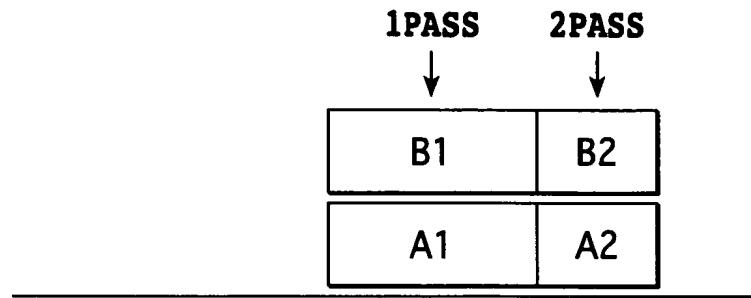


FIG.10

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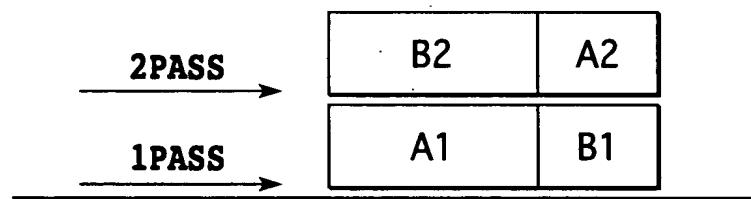
SAME MASK FOR EJECTION OPENING ROWS A AND B

FIG.11A



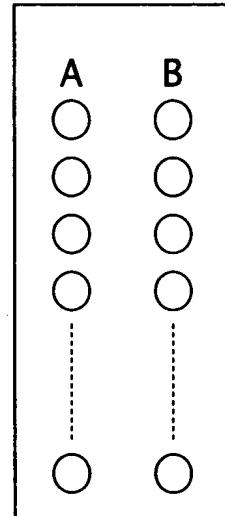
MASK INVERTED BETWEEN OPENING EJECTION ROWS A AND B

FIG.11B



HEAD SCAN DIRECTION

FIG.11C



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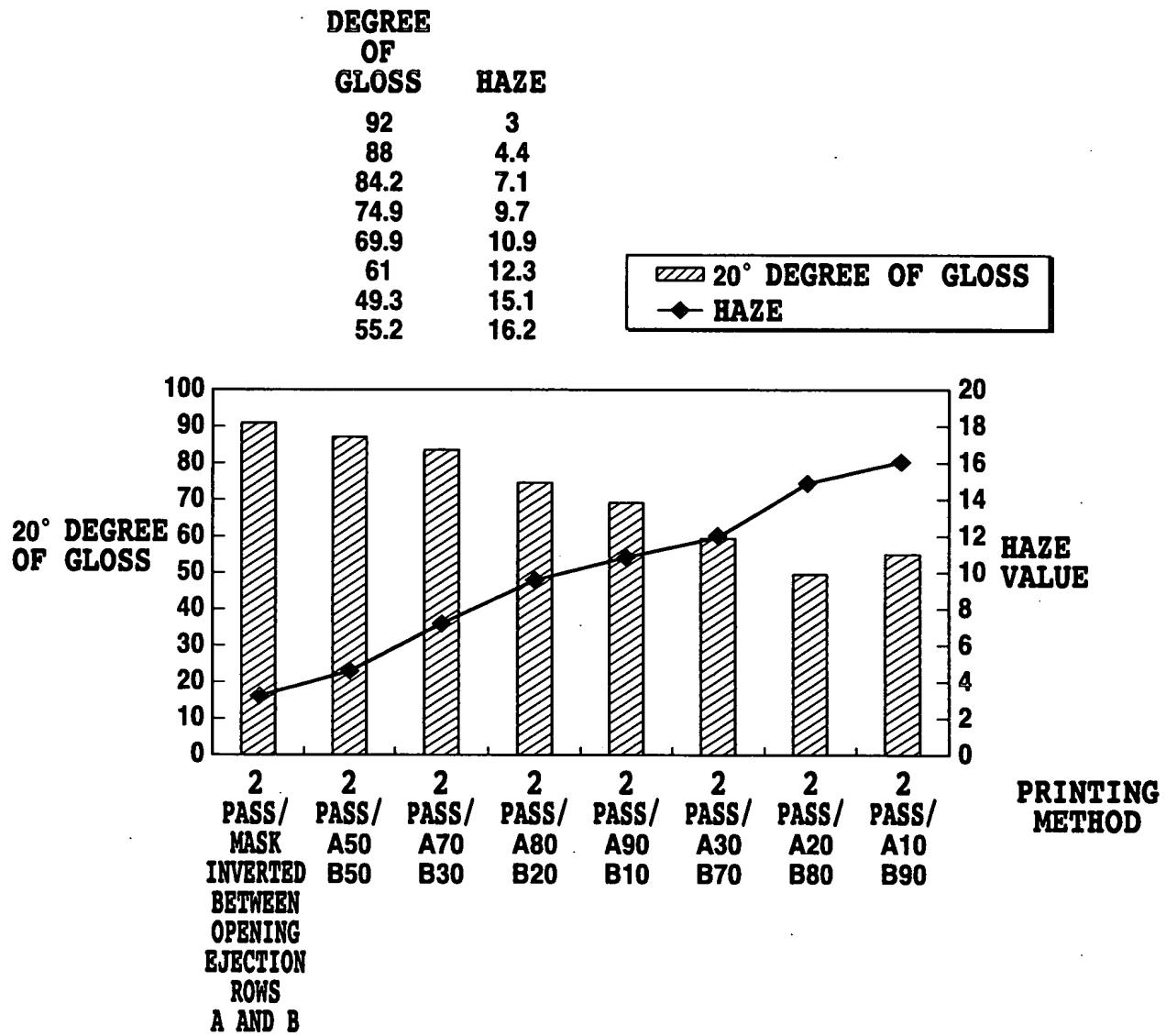


FIG.12

FIG.13A

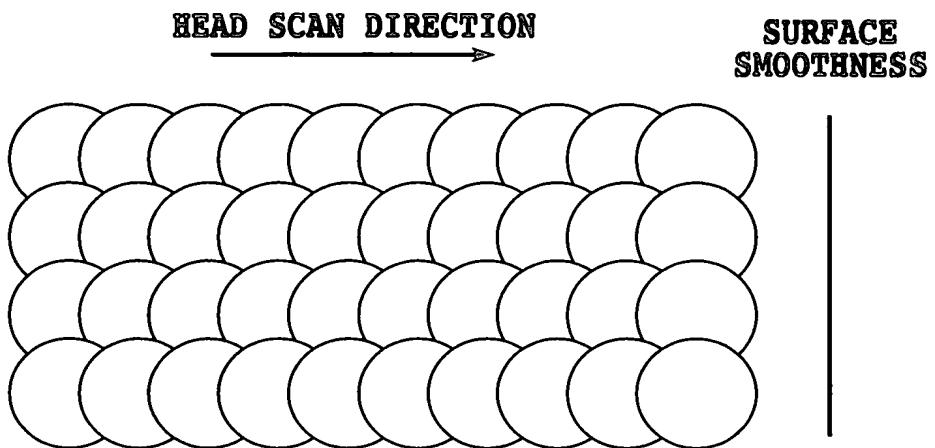


FIG.13B

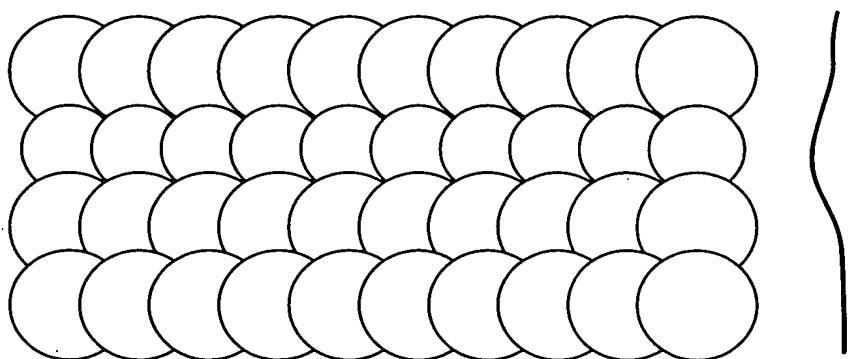
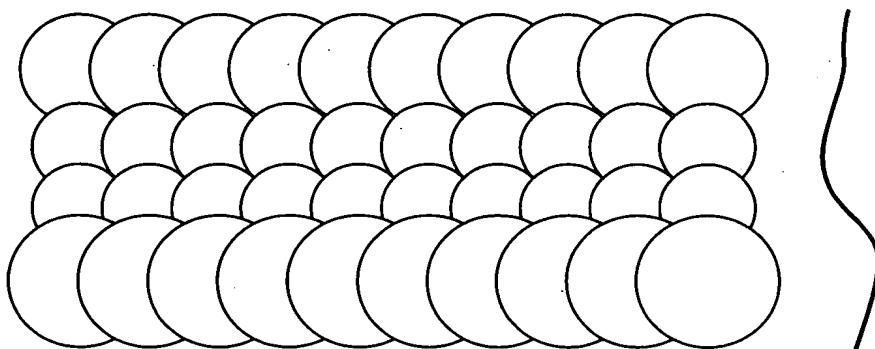


FIG.13C



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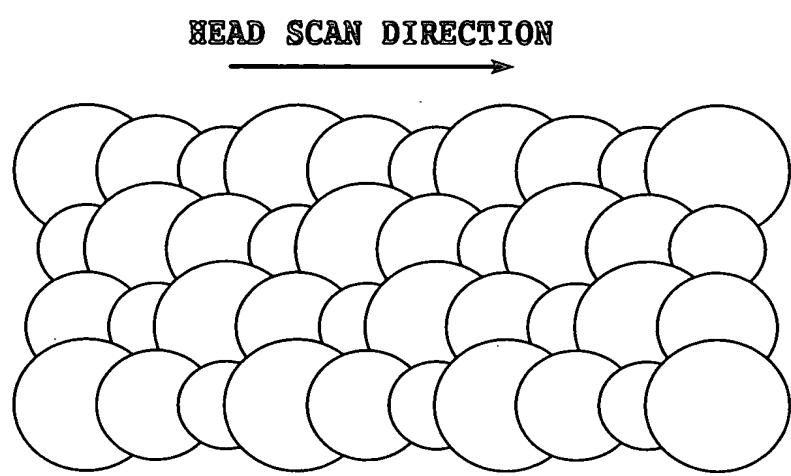


FIG.14

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FIG.15A

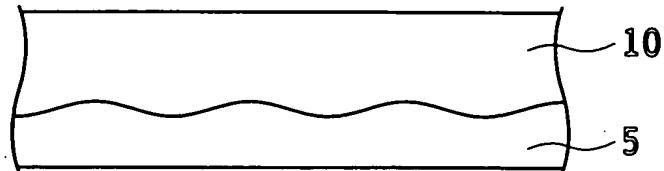


FIG.15B

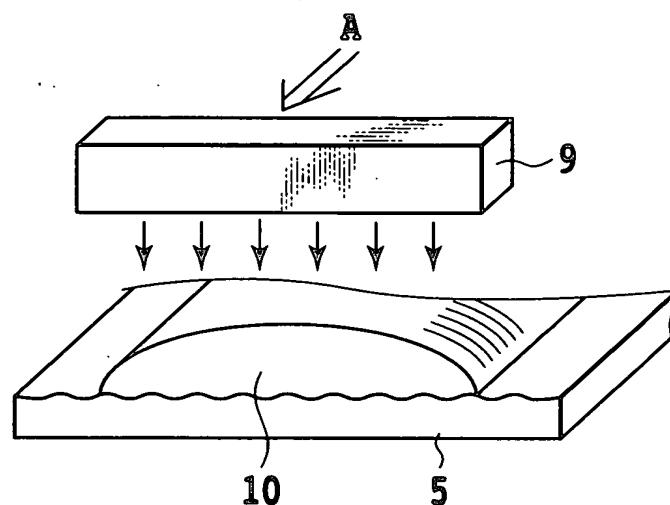
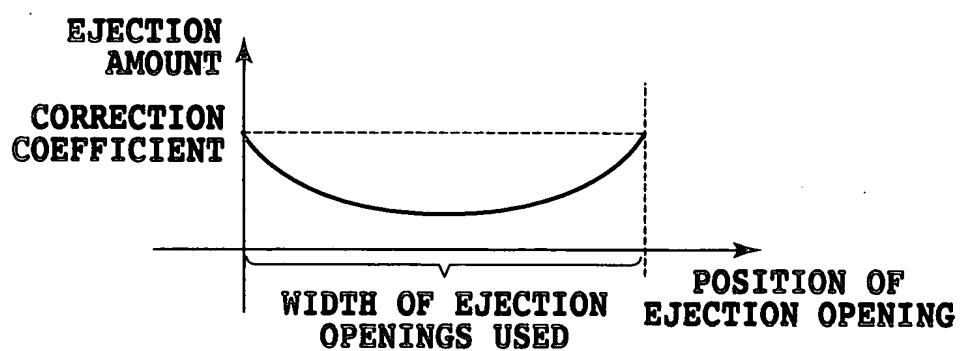


FIG.15C



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FIG.16A

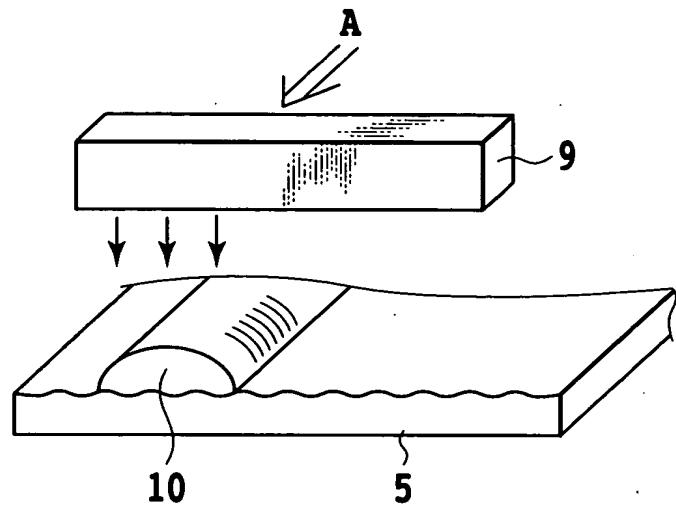
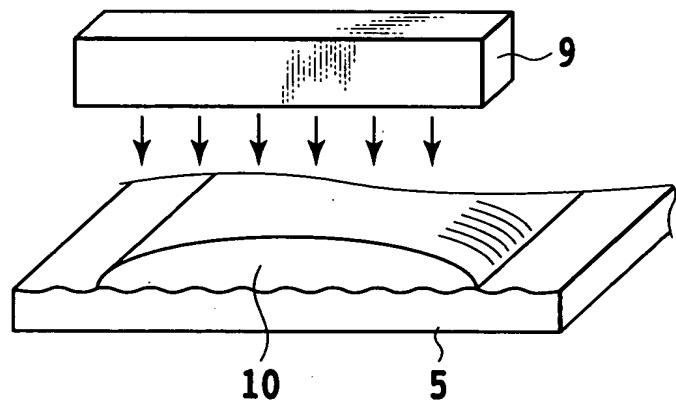


FIG.16B



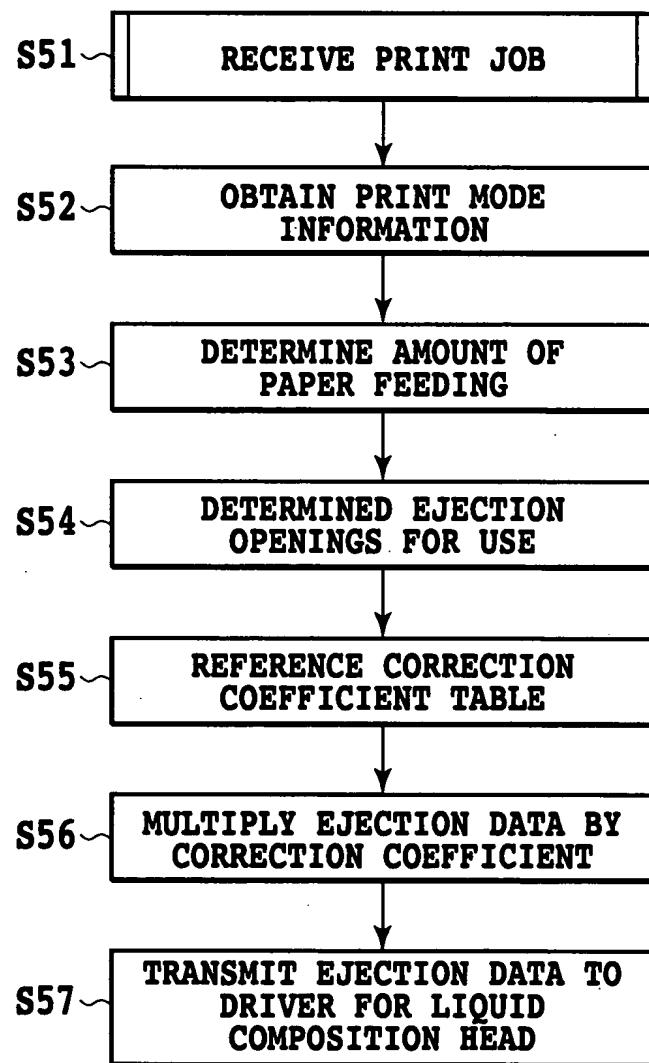


FIG.17

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	1	2	1	
20	2	1	2	
	1	2	1	

FIG.18

FIG.19A

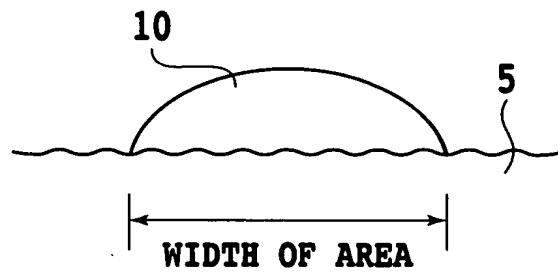


FIG.19B

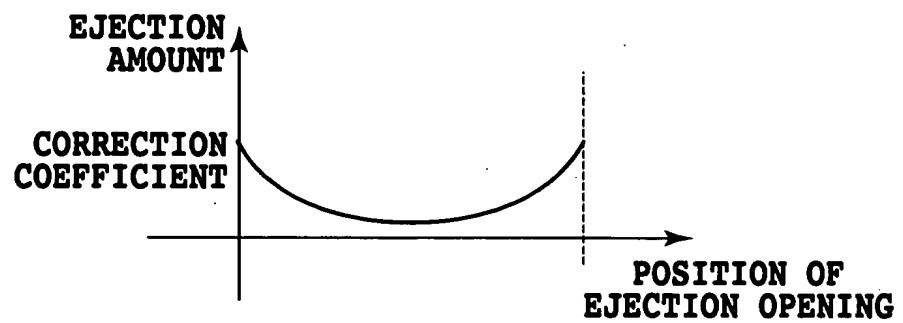
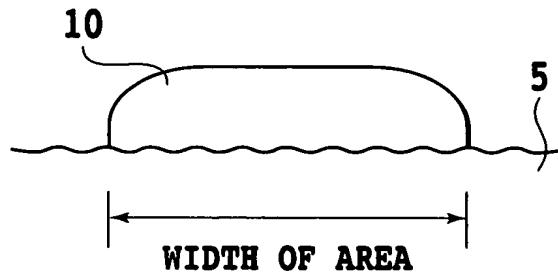


FIG.19C



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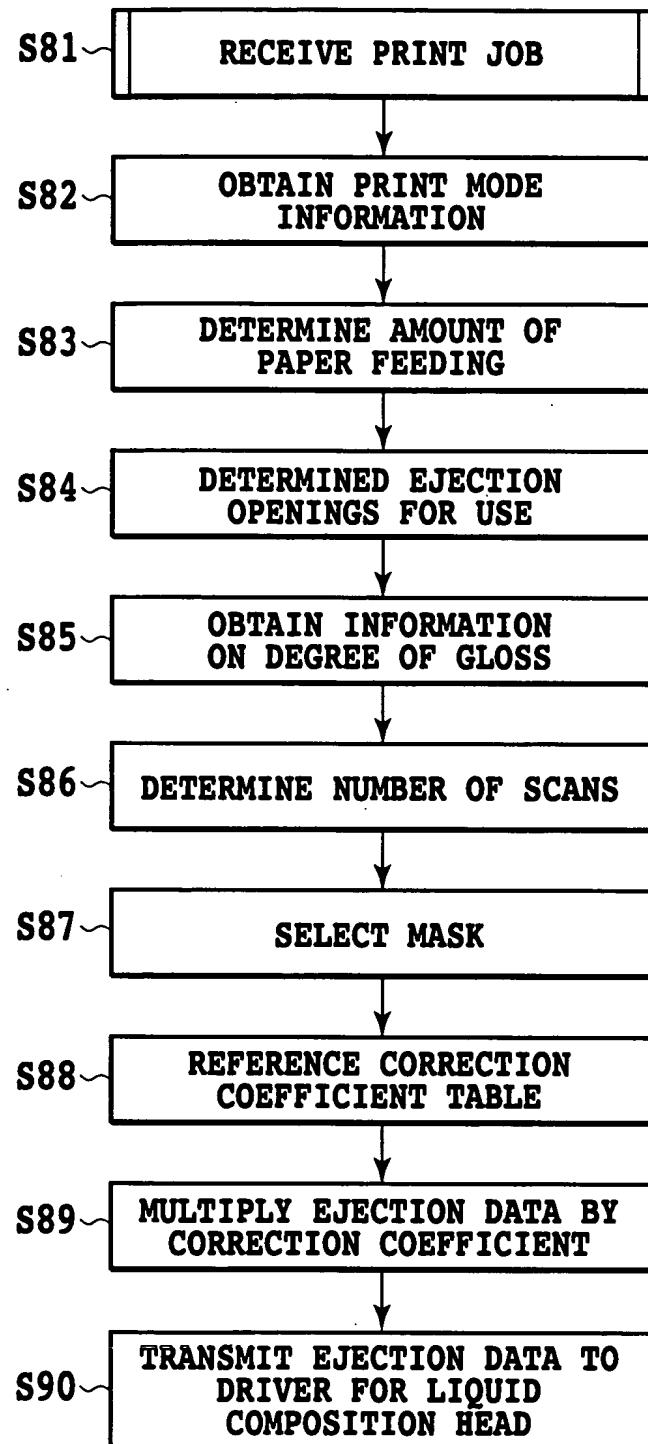


FIG.20